Seekers Zeal

Character Sheet v0.5

Name	Player	Eye Color	Height
Species	Adventure	Skin/Scale/Fur Tone	Weight
Class	Campaign	Hair/Fur/Frill Color	Age

Primary Statistics

Strength	Physique	Agility	Dexterity	Wits	Composure	Perception	Presence
Total	Total	Total	Total	Total	Total	Total	Total
Base / Mod	Base / Mod	Base / Mod	Base / Mod	Base / Mod	Base / Mod	Base / Mod	Base / Mod

Derived Statistics

Health	Speed	Awareness	Initiative	Guard	Protection	Body Save	Mind Save
Total	Total	Total	Total	Total	Total	Total	Total
Base / PHYS/2 / Mod	Base / AGI/2 / Mod	WITS/2 / PER/2 / Mod	AGI/2 / WITS/2 / Mod	Armor / AGI/2 / Mod	Armor / PHYS/2 / Mod	( ) / PHYS/2 / Mod	( ) / Com/2 / Mod

Skills

Acrobatics	AGI	PHYS	Mas	Total	Leadership	COMP	PRES	Mas	Total
Animal Fellowship	COMP	PER	Mas	Total	Medicine	Wits	COMP	Mas	Total
Athleticism	STR	PHYS	Mas	Total	Observation	Wits	PER	Mas	Total
Barter	Wits	PRES	Mas	Total	Performance	PRES	( )	Mas	Total
Deception	PER	PRES	Mas	Total	Persuasion	PRES	COMP	Mas	Total
Dungeoneering	Wits	COMP	Mas	Total	Skulduggery	DEX	PER	Mas	Total
Intimidation	STR	PRES	Mas	Total	Stealth	AGI	COMP	Mas	Total
Investigation	Wits	PER	Mas	Total	Survival	PHYS	COMP	Mas	Total
Melee Combat	STR	DEX	Mas	Total	Unarmed	STR	AGI	Mas	Total
Ranged Combat	DEX	PER	Mas	Total	Thrown	STR	PER	Mas	Total
Knowledge:	Wits	( )	Mas	Total	Knowledge:	Wits	( )	Mas	Total
Knowledge:	Wits	( )	Mas	Total	Knowledge:	Wits	( )	Mas	Total
Craft:	DEX	( )	Mas	Total	Profession:	( )	( )	Mas	Total
Craft:	DEX	( )	Mas	Total	Profession:	( )	( )	Mas	Total
	( )	( )	Mas	Total		( )	( )	Mas	Total
	( )	( )	Mas	Total		( )	( )	Mas	Total

Traits, Features, and Abilities

Weapons, Armor, and Shield

Weapon	Type	D Type	Dmg	Weapon	Type	D Type	Dmg
Traits			Crit	Traits			Crit
Weapon	Type	D Type	Dmg	Weapon	Type	D Type	Dmg
Traits			Crit	Traits			Crit
Weapon	Type	D Type	Dmg	Weapon	Type	D Type	Dmg
Traits			Crit	Traits			Crit
Armor		Type	Spd	Shield			Type
Traits		Grd	Prot	Traits			Grd

Inventory

Experience and Improvements

XP Total		XP Spent	
XP Remaining		Rank	